

MONTGOMERY COUNTY DEPARTMENT OF RECREATION
SPORTS TEAM
4010 Randolph Road,
Silver Spring, Maryland 20902
240-777-6870/Fax 240-777-6890

Date; November 25, 2011

ADULT BASKETBALL LEAGUE RULES

I. PLAYER ELIGIBILITY

- A. All players shall be at least 18 years of age and out of high school.
 - B. No player shall play on more than one team the same league (example; can not play on (2) "C" level teams in the same night).
 - C. There shall be a maximum of twelve (12) players on each team roster.
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- D. The team manager shall submit to the League Office before the first scheduled game the official roster with all the players on his/her team. Age category teams must provide date of birth on the roster as well. Changes, additions, or deletions can be made prior to the **fourth** scheduled game in writing to the League Office on the roster addition/deletion form. It is the Manager's/Coach responsibility to make sure that all rosters and changes have been received in the Sports Office.
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- E. A player must participate in a minimum of **Two (2)** league games to be eligible to play in the playoffs. A player who has not participated in the minimum number of games because of an injury shall be eligible to play in the playoffs upon approval of the **League Director**.
 - F. A player shall not play for any college or professional basketball team during the current basketball season. A player who tries out for one of the aforementioned teams and is dropped before the first regularly scheduled game shall not be considered as playing on that team.
 - G. Any team using an ineligible player shall automatically forfeit all games in which the ineligible player participated. If a team uses a player under an assumed name that team shall be dropped automatically from the League. All games played and all scheduled games not played shall be forfeited to the opponents. Any player who participates under an assumed name will automatically be suspended from all Montgomery County Recreation Department activities for a period of one (1) year from the date of the incident.
 - H. A player must be officially released in writing, before he/she may play with another team. The Release Form, available from the League Director, must be submitted.
 - I. **Only protests regarding player eligibility will be accepted and no protest fee is necessary. The protest must be submitted in writing to the League Office within 48 hours after the completion of the game. Managers' must protest the player prior to the game to the score table and the officials of the game. The Score table needs to submit the official score book to the Recreation Department Sports Office.**
 - J. Any team dropped from the League shall forfeit their entire franchise fee.
 - K. Any team forfeiting two (2) games will be required to post a **\$100.00 forfeit fee** to the league office before reinstatement.
 - L. **AGE CATIGORIES;** The Gym Supervisor can request proof of age for any and all player(s) at any time. A player(s) must provide a valid ID with picture and date of birth to participate in the game and or league. Please see rule I. G.

II. PLAYING RULES

- A. Unless modified by these rules, all games of the League shall be played in accordance with the current National High School Federation Basketball rules.
- B. The number of players to start a game shall be as follows: A game may start with a minimum of 4 players (Men's and Women's Leagues); A team must start the game at the scheduled starting time if the minimum numbers of players are present.
(NOTE: Once a team has met these requirements, a team may finish the game with as few as 1 player providing said team has a chance to win the game.)
- C. Substitutions shall be unlimited.
- D. Each team shall be allowed 6 team fouls per half before the one and one rule shall apply. One and one takes effect on the 7th team foul and continues until the 10th team foul at which time two shots will be taken on all common fouls.
- E. All games shall consist of two (2) twenty (20) minute halves. There shall be a five (5) minute rest period between the two (2) halves.
- F. **TIME OUT RULE:** There will be three (3) one minute timeouts and two (2) 20 second timeouts that can be used anytime during the game. The clock will stop on timeouts only, except during the final two minutes of each half when it will be stopped for all **whistles**.
- F. **OVER TIME RULES:** The first 2 overtime periods shall be **4 minutes each**. Running clock will not be in effect for the final two minutes. The (3rd) third overtime shall be sudden death.
- G. **GRACE PERIOD:** There shall be a 10-minute grace period from the scheduled starting time for the first game of each night only. A team must start the game at the scheduled starting time if the minimum number of players is present within the 10 minute grace period. The subsequent games that evening shall start at the scheduled starting time or within 5 minutes after completion of the previous game, whichever is later.
- H. **DUNKING or GRASPING THE RING** is not allowed before, during, or after the game. Any player guilty of dunking/grasping ring will automatically be ejected from the game. Each team will be held responsible for replacing any backboard or rim broken or damaged by their players.
Any dunking before a game will result in Unsportsmanlike Technical Foul.
- I. **UNIFORMS (NEW STARTING 2011-12 SEASON):** All team players shall dress in the same color jersey with at least a 6 inch number on the back (**no duplicate numbers**).
THE FOLLOWING RULES ARE IN EFFECT BY BY THE SECOND GAME:
 - a. award (3) **three points** to the other team for every player with out a number on the back of the jersey.
 - b. award (2) **two points** to the other team for ever player with out the same color jersey as their team mates.
 - c. any player with out a jersey and or number may not participate in the game.

IV. DISCIPLINARY ACTION

- A. A player, manager, coach, or spectator who is ejected from a game by an official or for **dunking/grasping** the ring shall be suspended for at least one (1) additional game (next league game played by that team). A second ejection during the season shall be an automatic suspension for a period of at least one (1) year from the date of the second incident. **Any dunking before a game will result in Unsportsmanlike Technical Foul.**
- B. Any player, manager, coach, or spectator who approaches an official in a negative manner before, during or after a league game shall be suspended for at least one (1) game or .

- C. Anyone who makes physical contact with or threatens an official shall be suspended for at least one (1) year from the date of the incident; final decision made by the League Coordinator.
- D. Any unsportsmanlike conduct may result in barring the player(s) or the team from further participation in the League.
- E. Player or players ejected from the game must leave the gym within one minute of the ejection or automatic forfeit to the game. The **Gym Supervisor** will have final decision on this ruling.
- F. All disciplinary action and or ejections will be subject to review, prior, during or after games (or season) by the League Coordinator.

V. **MISCELLANEOUS**

- A. **Awards** shall be awarded; TBA
- B. **INCLEMENT WEATHER POLICY**: In case of inclement weather on the day of the game, call the recorded message at (240) 777-6889.
- C. **PLAYOFF TOURNAMENT**: The League Coordinator may choose the format of the playoffs. Additional information listed on schedule can be changed and will be announced at a later date. Ties affecting the tournament positions (seeding) shall be decided as follows:
 - 1. Record in the division (Win= 2 pts.; Loss= 0 pts.; Forfeit= -1 pt.) if tied, then;
 - 2. Record of teams against each other in division competition if still tied, then;
 - 3. Margin of victory of teams against each other in division competition.
 - 4. Differences between offense and defensive points allowed with in the division.
- D. **NO SMOKING OR DRINKING** (includes alcoholic and non-alcoholic beverages) is allowed in Montgomery County Public School facilities. Teams reported as violating this policy will be dropped from the League. We must maintain good relations with the schools or we may lose the use of them.